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(19) **United States**(12) **Patent Application Publication****Keller et al.**(10) **Pub. No.: US 2017/0097680 A1**(43) **Pub. Date: Apr. 6, 2017**(54) **USING ANISOTROPIC WEAVES OF MATERIALS IN INPUT INTERFACES FOR A VIRTUAL REALITY SYSTEM****G02B 27/02** (2006.01)**A63F 13/21** (2006.01)(52) **U.S. Cl.****CPC** **G06F 3/014** (2013.01); **A63F 13/21** (2014.09); **G06F 3/016** (2013.01); **G02B 27/0025** (2013.01); **G02B 27/027** (2013.01); **A63F 2300/8082** (2013.01); **G09G 2300/0452** (2013.01); **G09G 3/2003** (2013.01)(71) Applicant: **Oculus VR, LLC**, Menlo Park, CA (US)(72) Inventors: **Sean Jason Keller**, Kirkland, WA (US);
Tristan Thomas Trutna, Seattle, WA (US)(21) Appl. No.: **15/282,620**(22) Filed: **Sep. 30, 2016****Related U.S. Application Data**

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ABSTRACT

A control for a virtual reality (VR) system contacting areas of user's body is comprised of one or more materials having different stiffnesses at different positions of the control. In various embodiments, portions of the control contacting an area of the user's body with a relatively limited range of motion comprise stiffly woven material to limit movement of the control. Conversely, portions of the control contacting an area of the user's body with a relatively larger range or motion comprise softly woven material to allow the control to more easily move as the corresponding area of the user's body moves.

